Club Nintendo®

Volume 2 - 1990 Issue 5

GAME BOY
The Future In Video Game Entertainment!

ROBOCOP
The Future In Law Enforcement!

SNEAK PEEKS
The Future In NES Hits!

TIPS & TRICKS
For Future Heroes!

PLUS

MEGA 10 PAGE GAME BOY SPECIAL!!

Check It Out!

Here you'll find a list of games that are currently available for your
NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

- Fester's Quest™
- Goonies II™
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Simon's Quest™
- Super Mario Bros.™
- Super Mario Bros. 2™
- Zelda II -The Adventure of Link™

ACTION SERIES

- **Adventures of Lolo....New**
- Airwolf
- Balloon Fight™
- Batman
- **Bionic Commando™....New**
- **Bubble Bobble™....New**
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- Skate or Die
- Teenage Mutant Hero Turtles
- Tetris
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™
- Spy vs Spy™

PROGRAMMABLE SERIES

- Excitebike™
- Mach Rider™
- Wrecking Crew™

SPORT SERIES

- Baseball
- **Blades of Steel™....New**
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Pro Wrestling™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
- Track & Field II™
- 10-Yard Fight ™(American Football)

Check It Out! GAME BOY GAME PACK

- Alleyway™
- Golf
- Solar Striker™
- Super Mario Land™
- Tennis
- Qix™

COMING SOON

- Pinball - Revenge of the Gator
- Wizards & Warriors™
- Balloon Kid
- Kwirk

ARCADE SERIES

- Castlevania™
- **Double Dragon II....New**
- Donkey Kong™
- Donkey Kong Jr™
- Donkey Kong 3™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Popeye™
- Rush 'N Attack™
- Rygar™
- Section Z™
- Solomon's Key™
- Top Gun™
- Trojan™
- Xevious™

LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe®
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

COMING SOON

Robocop™	Nov./Dec.
Silent Service	Nov./Dec.
Black Manta	December
Faxanadu	December
World Wrestling™	December
Double Dragon 1	Winter
Paperboy™	Winter
Probotector	Winter

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SUPER MARIO SAYS

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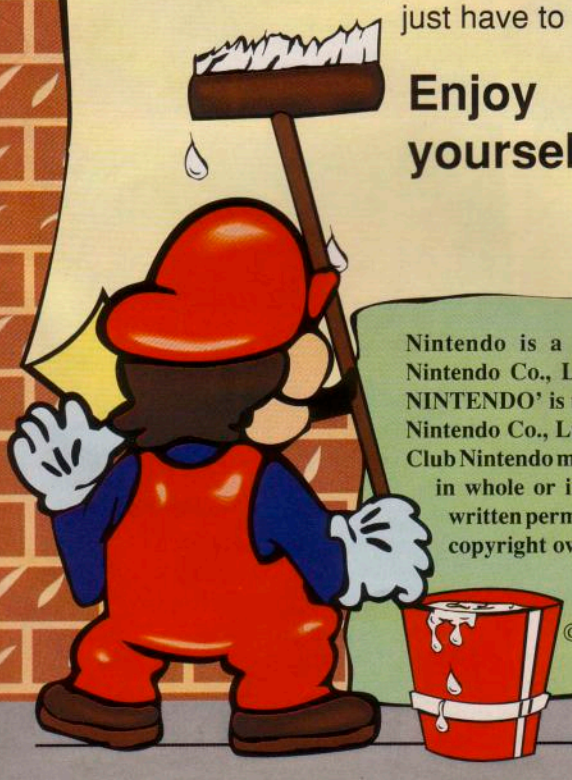
The office is simply buzzing with excitement, and work has just about come to a standstill. Why's this? Well, the GAME BOY™ has arrived in our office, and lunch hours will never be the same again! In between putting this magazine together, we've caught "Tetris" fever, hit birdies in "Golf", smashed our opponents in "Tennis" and saved Daisy countless times in "Super Mario Land"! The titles on the GAME BOY are quite awesome, and we have had to give ten whole pages to Nintendo's portable video game system so that we could fit everything in!

One of the most appealing features on the GAME BOY is the video link, which is used for interactive two player games on paks like "Golf", "Tennis" and "Tetris". Two player "Tetris" is a real treat, although I still haven't managed to beat Luigi (the guy just never stops playing!).

Even with our ten page special, we haven't let the rest of the magazine lose out. We have still reviewed four great new games, including the arcade smash, "Bionic Commando", and Konami's superb ice hockey simulation, "Blades Of Steel". On top of that, we have video shorts on "Adventures of Lolo" and "Bubble Bobble", five new games sneak peeked, another Nintendo profile, AND some hot new tips! Phew!!

Well, I think that I deserve a holiday after all of that! Speaking of holidays, we've really got some great things lined up for the Christmas special, including....well, you'll just have to wait and see!

Enjoy yourselves.....



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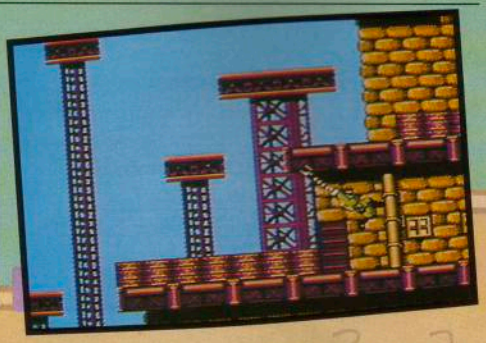
BIONIC COMMANDO



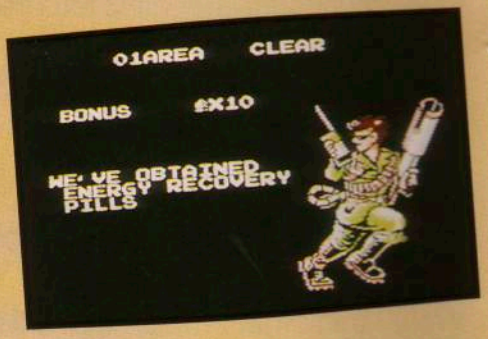
MISSION BRIEFING
To: Bionic Commando #0127
From: Federation Commander #001

The Imperial Forces are attempting to put together the Abatros plan, which could allow them to completely over-run the whole galaxy. We sent agent #0094, code name Super Joe, into their main complex, but have since lost contact. We presume him to be dead. It is now up to you to infiltrate the Imperial Force's base, discover the fate of Super Joe, and prevent our enemy from carrying out their plan. You will have a back-up troop to carry you through their base, and we suggest that you stay in close contact throughout your mission. That's all, #0127. Good luck.
END

POWERS AND ITEMS

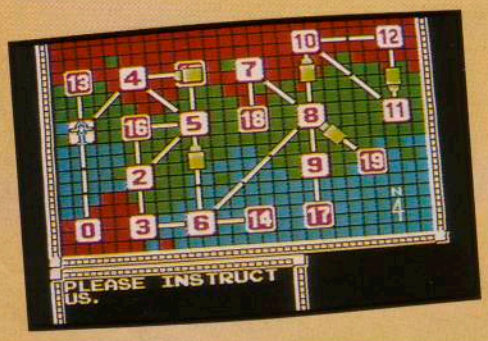
Your Bionic Commando starts with a normal gun, along with his bionic arm. This allows him to swing from platform to platform, or climb up or down. The sooner that you become really adept at controlling the arm, then the better your chances of succeeding in the game.

There are many different weapons and items that you can discover in the game, some which are essential if you are to enter certain areas. Make sure that you search the base carefully - you don't want to miss ANY item!



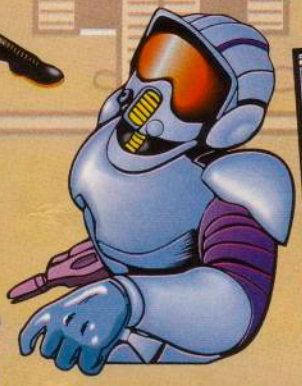
THE IMPERIAL FORCE'S COMPLEX

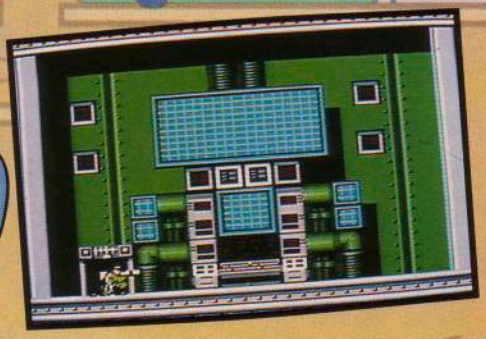
There are twenty different areas in the complex. A helicopter will transfer you to each one, but be careful - when you move, so do the enemy trucks, and should your paths cross the Federation could have another missing hero on their hands! You do have a chance to get past them (presented in a very similar style to "Ikari Warriors") - but the odds aren't exactly in your favour!



Once you reach your destination, you can choose either to search that area, or transfer to another....

INSIDE THE BASE...

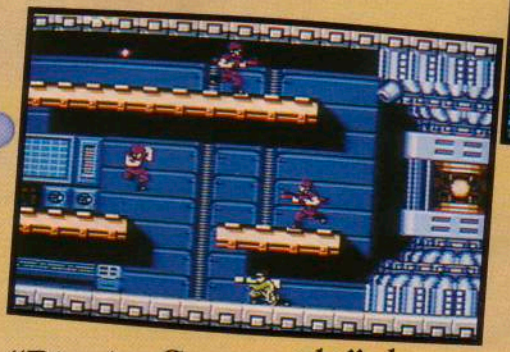


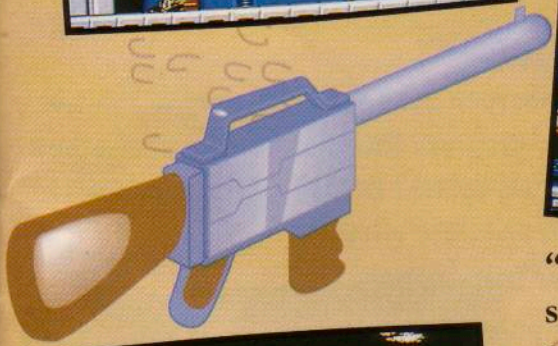


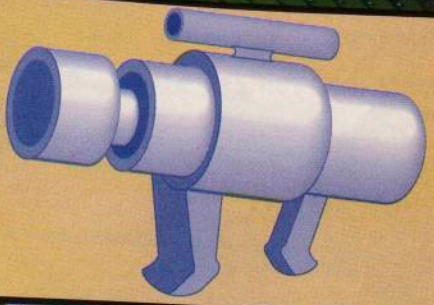
Bionic Commando has reached the first base. So far, his briefing only tells him to find Super Joe, and defeat the Imperial Force. But he has to figure out the best approach, and find out more information before he plunges in head first. He makes his way up to the computer room, where he can contact back-up, and find out where to go next. He is also able to learn valuable clues by tapping into the enemy's security....

Littered throughout each base are a number of guards and obstacles, which need to be shot or avoided. As you will soon learn, you also have to approach each base in a different manner. For example, in one area you will be safe only if you DON'T fire your weapon. Additionally, some areas require certain items before you are allowed to enter.

At the end of many of the areas, you will come face to face with one of the enemy commanders, and a troop of soldiers. Defeating them will allow you to complete that area and move on to the next one.







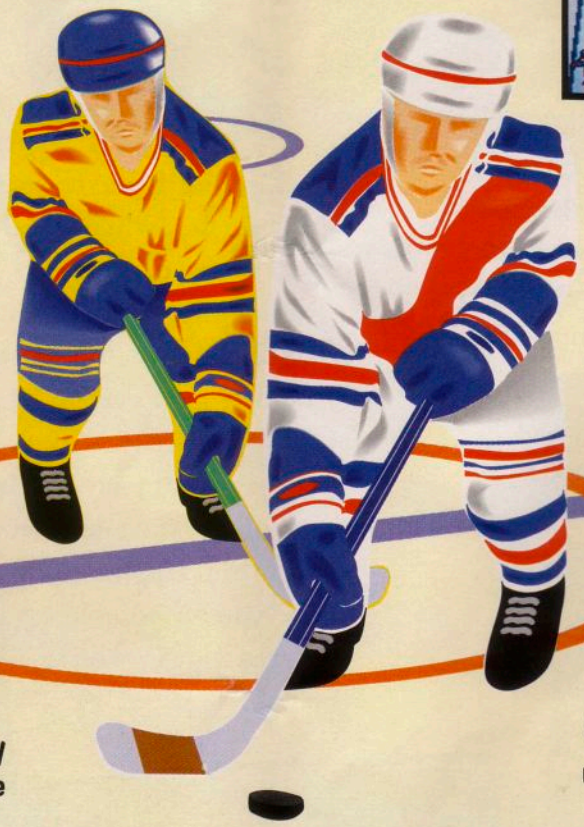
"Bionic Commando" has such a wide variety of action so it's not the kind of game that you soon tire of! It's challenging, addictive, and fun, with excellent controls and 'mini-quest' style problems to learn and overcome.

BLADES OF STEEL

Enter the fray of America's roughest sport in Konami's great new ice hockey Game Pak, "Blades Of Steel". You'll be up against the world's best, but with raw skill, tough play and a little bit of luck, you could go all the way and lift the ultimate championship trophy!

TEAMS

Before you even lift your hockey stick, you'll first have to select your team. They're all fairly evenly matched, although each is stronger in some areas than in others. Study each one well, and select the one that best suits your capabilities.



NEW YORK
The New Yorkers are a well balanced team, with no obvious strengths or weaknesses.

CHICAGO
Although they have excellent speed and accurate passing, Chicago lacks a powerful shooter.

LOS ANGELES
These guys play it rough, and are the best checking team in the business.

MONTREAL
Speedy skating coupled with a breakaway offense makes Montreal one of the strongest teams.

TORONTO
Although Toronto aren't the best defensive team, their passing and shooting is pretty hot.

VANCOUVER
Watch out, goalies - get in the way of an attempt at goal from one of Vancouver's hot shots, and you could be heading for the local hospital!

MINNESOTA
Clever skating and accurate shooting make this team tough to outscore!

CHAMPIONSHIPS

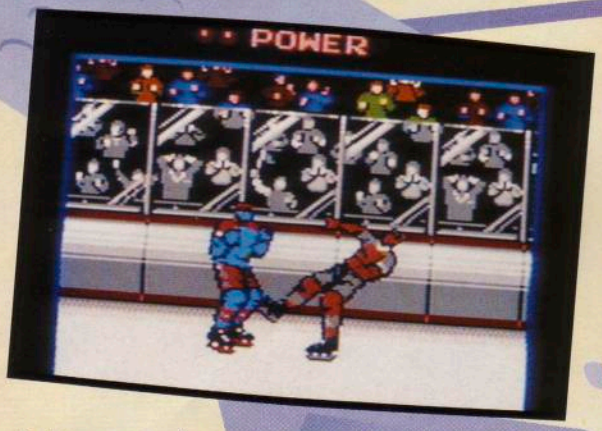
Before you go for the excitement of the Tournament, you will need to sharpen your skills in some exhibition matches. You can play at College, Junior or Pro level, allowing you to progress into the professional arena without being pushed in head-first. You can also have two players competing against each other in an exhibition match.

Each game comprises three periods, with the obvious idea being to outscore your opponent by the end of the match. The exhibition games are just there for you to practice your skills, while the tournament is based on a knock-out system. Win three games, and the trophy is yours!

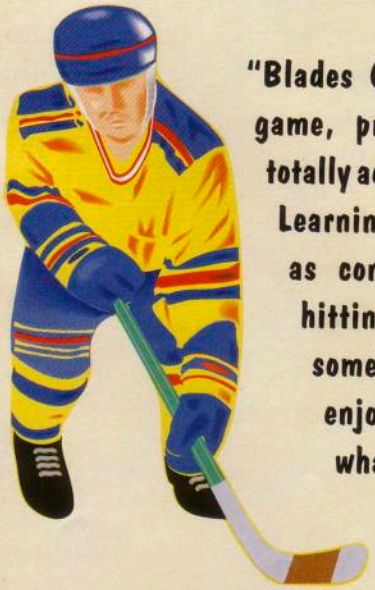
SKILLS

Ice Hockey may look like it's just a primitive game of knocking both your opponent and the puck into the back of the net, but really there's a lot of technique to coming up with a winning formula. Pass the puck around when in offense, looking for a good position from where to shoot, but don't be too clever when in defense - one bad pass could let the opponents in for an interception, and possibly an easy goal!

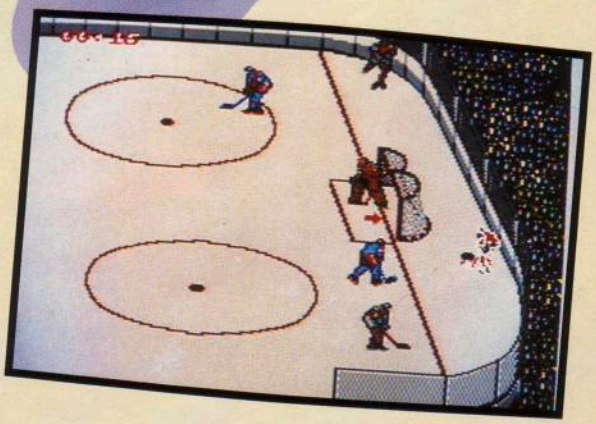
With the crowd getting behind you, shouting advice and giving you encouragement, it feels as if you could take on the whole world, and win. But don't get too over-confident - the opposing team doesn't want to end up as also-rans, and will be giving their all to beat you! Occasionally, they'll also get a little rough, and a fight will develop. There's no way that you can back out, so throw off the gloves and show him who he's messing with!



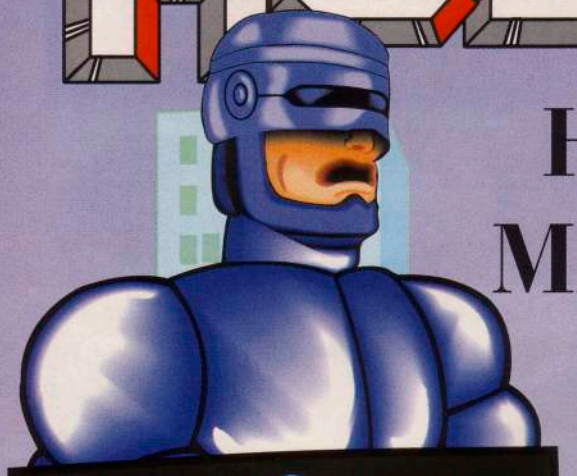
Between each period, you have a little time to relax, and watch the giant video screens show ads for other great Konami games. You may even get a chance to play a miniature version of "Gradius"!



"Blades Of Steel" is a fast and furious game, presenting a well designed and totally addictive simulation of Ice Hockey. Learning all of the skills involved, such as controlling your goalkeeper and hitting the perfect shot, may take some time, but you're sure going to enjoy playing the game, no matter what standard you are!

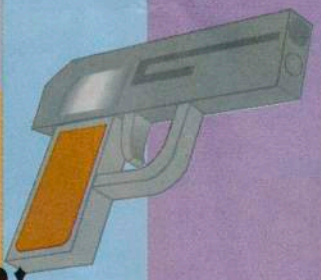


ROBOCOP



HALF MAN...HALF MACHINE-ALL COP!

Detroit is in a mess, and the police are having their work cut out in trying to clean up the streets. So, enter ROBOCOP - designed by O.C.P. to enforce law and order in the city. However, there is corruption in O.C.P. itself, which not only threatens the whole company, but all of Detroit too. Will Robocop be able to single-handedly uncover the threat, or will something more sinister prevent him....?



ROBOCOP!

He's a one man fighting machine - in more than one sense of the word! With body armour, infra-red scanners, wall shattering punches and a whole arsenal of weapons, Robocop is hard to stop - but he's NOT invincible. Energy and power levels display his general state of health, and should either of these fall to zero, then it's off to the great scrap yard in the sky for our mechanical hero!

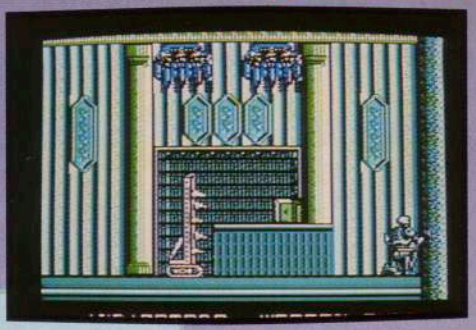
CRIME IN PROGRESS..?

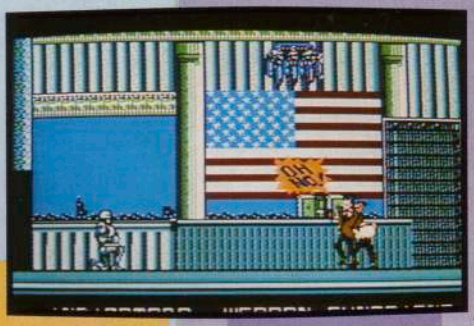
There's a crime happening on 2nd Street, and there's only one 'man' to stop him! Hammer Jack can be found in the warehouse at the end of the street, but first, Robocop has to deal with the thugs who aren't too keen on Detroit's newest hero either.

...ARREST MODE!

This situation is serious. The Mayor is being held captive in City Hall by a mad man, who brought along a small army to reinforce his ransom demands. They are holed up inside the building, as well as on the streets, as they wait to ambush Robocop....

First, Robocop has to reach City Hall. The crooks aren't going to make it a casual Sunday stroll for him, either - snipers with flamethrowers and rifles appear without warning at windows, and there's a really explosive reception

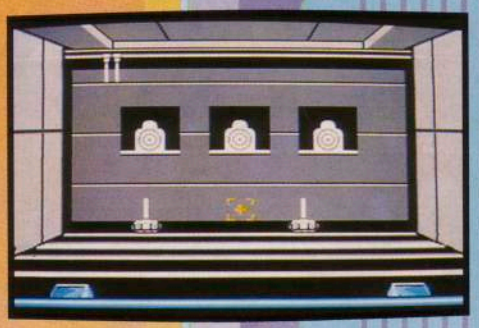




waiting at the entrance. Accurate shooting and quick reflexes need to be served up by Robocop before he can set foot in City Hall.

Once inside, he's set upon by more goons, although they are a bit of a pushover for Detroit's toughest cop. He will have to find his way through the maze-like building, sparring with the likes of Hammer Jack's brother, and dodging a moving, spiked wall, before he reaches the mayor's office. When he does, Robocop finds the terrorist using the mayor as a shield, while firing at our hero. Look for an opening, Robocop - but don't shoot the mayor!!

PRACTICE MODE....



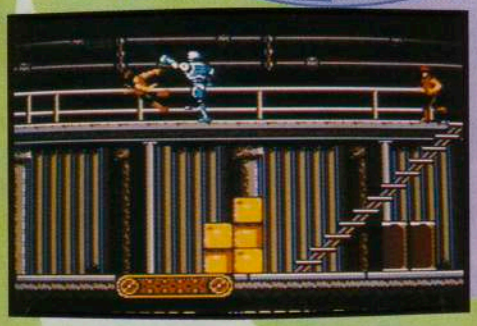
Robocop's shooting speed and accuracy have never been doubted, and now is his chance to prove what a hot shot he is. If he can manage to shoot thirty targets within 38 seconds, then he will gain an extra life with which to battle crime. Even if he doesn't hit all of the targets, he will still earn himself some healthy bonus points!

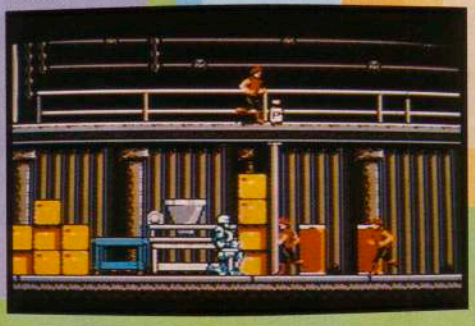
...ARREST MODE

Clarence Boddicker, a well known villain, has previously been too elusive to apprehend - but no more. An anonymous message has been passed on to the police about an old factory that is being used for narcotics trafficking, so Robocop is being sent in to search him out!

The factory is well guarded by Boddicker's men, who are armed to the teeth with a number of weapons. Robocop has to first get past these guys, and then use the stairs and elevators to move from floor to floor until he finds Boddicker. An anti-tank gun can be found on this stage, but there's another disgruntled relative of Hammer Jack who wants the weapon for himself, so Robocop has to be careful.

There are another three action-packed levels for Robocop to battle through after the factory stage. Each one has equally good graphics, and the gameplay is really compelling and addictive! Don't miss it!





SILENT SERVICE

Clear the deck - we're going down! 'Scope up! Enemy destroyer - launch torpedoes...Now! Sonar indicates direct hit, but she's still afloat. Bear left...she's in sights...fire! She's sinking fast! Down scope, return to surface. Our mission is complete...

Welcome To The Navy!

Take up the position of a commander of a submarine, and relive some of the greatest battles of World War II in Palcom Software's Silent Service! Take on single fleets in the Convoy Action, or go for a marathon 54 day mission as you patrol the seas of the South Pacific. This isn't like your normal adventure or action game - there's many strategic decisions to be made before you become the World's Greatest Submarine Captain!

INSIDE THE SUB

This is where much of the action takes place. Using an arrow to place your commander, you are able to perform a variety of operations, such as checking the gauges, looking at the maps, peering through the periscope and reading the log.

BATTLES IN THE SOUTH PACIFIC...

Whether you're on a convoy mission (of which there are six), or part of a War Patrol, your battles are going to be much the same. Once you have a destroyer in sight, you have to either shoot them with your deck guns, or launch torpedoes. When you hit, and if you are submerged, then the enemy may try and make a hasty retreat - you'll then have to decide whether you'll risk being an easy target by surfacing (which allows you to go faster), or try for a lucky shot with a torpedo.

Manoeuvering the sub, checking damage, releasing debris (or playing dead!) and many other decisions are all part of Silent Service. You have a Day and Night, as well as the option of increasing the time scale! Even though it's different to most other NES games, it certainly doesn't mean that it isn't any good. There's a lot of fun and enjoyment to be derived from Silent Service - why not give it a try?!

GAME BOY SPECIAL

SPECIAL

Club Nintendo

COMPACT VIDEO GAME SYSTEM

GAME BOY

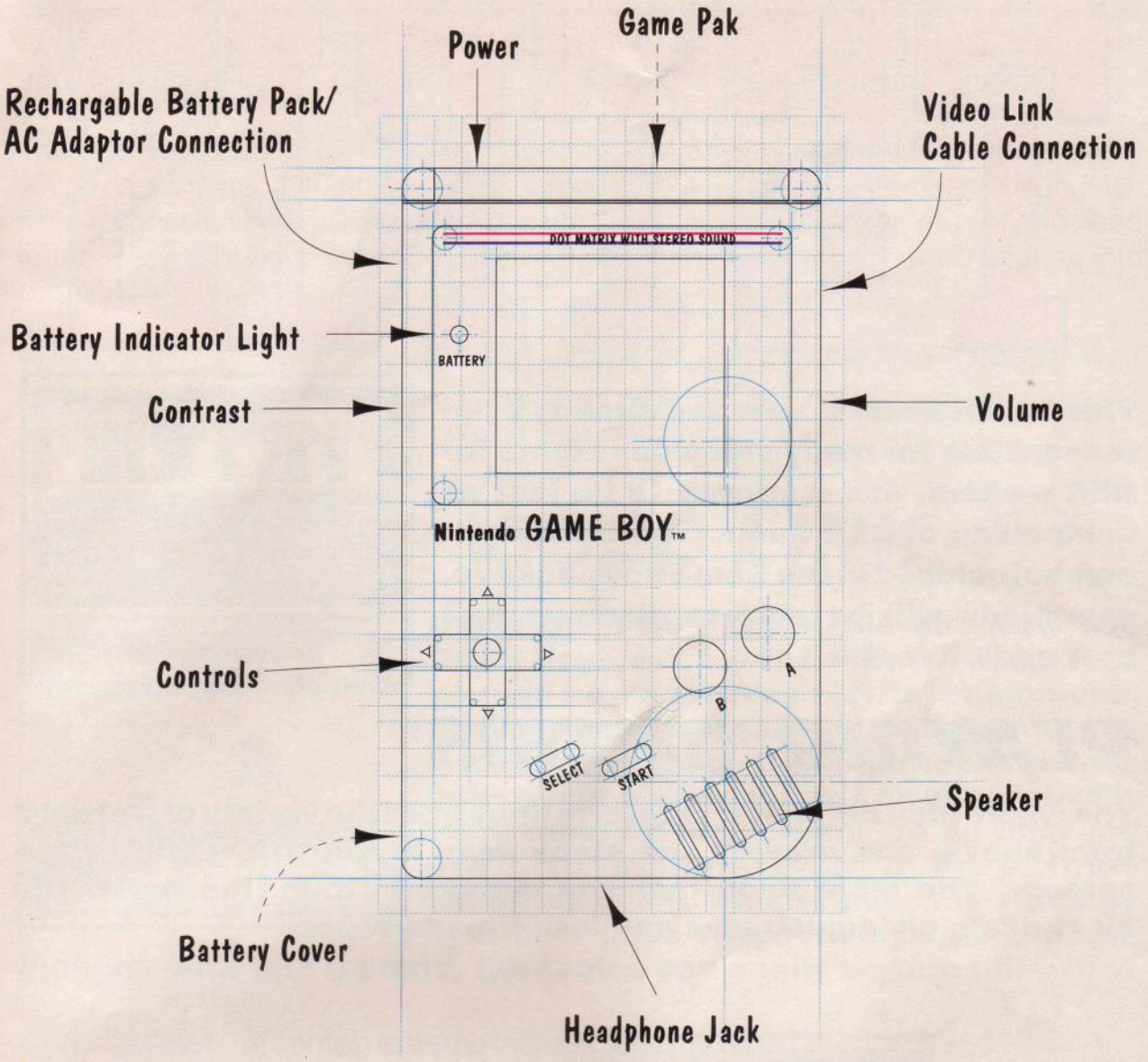
GAME BOY

What is Game Boy?

A revolution in video game systems has arrived from Nintendo - Game Boy is here! It's a fully portable system, with each compact Game Pak combining stereo sound and fast and detailed graphics with game play as addictive as that on Nintendo's home system, the Nintendo Entertainment System.

Everything that you need to get started with the ultimate in portable video game entertainment is included in the Game Boy package. There's stereo headphones, a "Tetris" Game Pak (a great new version of the popular Russian puzzler), plus a video link cable for interactive two player action. Even the four batteries required to run the Game Boy have been supplied!

Game paks using well known characters and styles from the NES are already available, and there are many more on the way. Titles include "Super Mario Land", "Golf" and "Tennis", and these will soon be accompanied by a new "Wizard and Warriors" adventure and many more. You'll never have to leave your favourite Nintendo characters at home ever again!

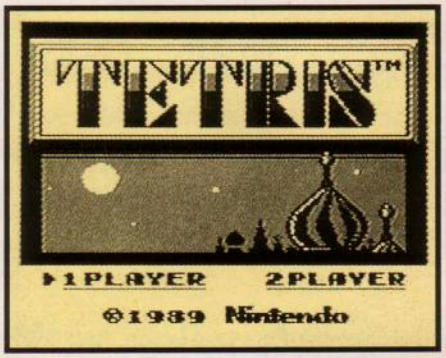


Two Player Video Link....

With two Game Boys, each loaded with the same game pak, and connected with the video link cable, you'll be able to experience the ultimate in interactive two player game play! Many games already include this feature, and there's lots more to come! Look for this sign on future games to check for video link capabilities.

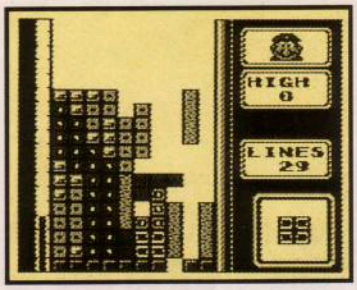
TETRIS

This Soviet brain teaser has already been responsible for many sleepless nights for NES owners, and it proves to be just as compelling on the Game Boy. And, as it comes included in the Game Boy package, everybody will be able to discover just how addictive it is!

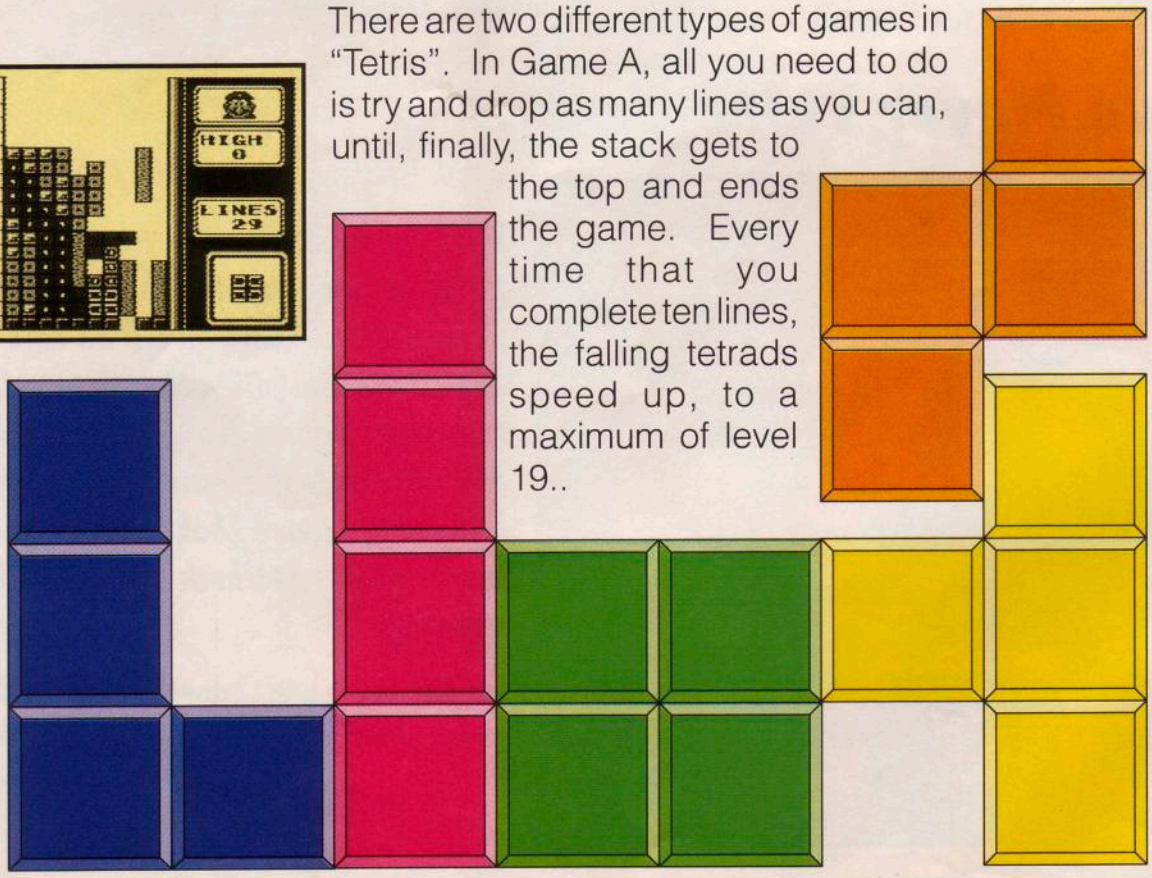


PLAYING "TETRIS"

The whole idea of "Tetris" is to form lines from the variety of 'Tetrads' from above, and prevent the stack from reaching the top of the screen. The more lines that you complete, then, the faster the blocks fall, giving you less and less time to react.



There are two different types of games in "Tetris". In Game A, all you need to do is try and drop as many lines as you can, until, finally, the stack gets to the top and ends the game. Every time that you complete ten lines, the falling tetrads speed up, to a maximum of level 19..

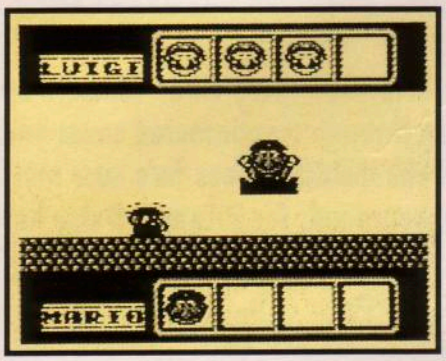


Game B is a little different. After selecting the speed and height that the blocks start at, you then have to form 25 lines to complete the game. The higher up the blocks start, and the faster they fall, then the more difficult it is to complete those 25 lines!

There are a number of techniques to master in this Soviet designed Game Pak, one of which is forming a "Tetris". This comes about when you complete four lines simultaneously, which will seriously deplete your build up of blocks! You will also need to learn the split-second timing involved in slotting the more awkward shapes into position.

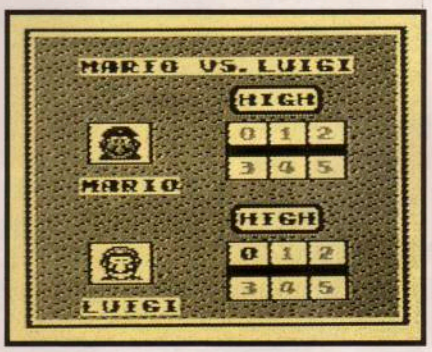
Without a doubt, "Tetris" provides great entertainment, and will keep you glued to your Game Boy for hours! It's generally considered to be the finest version around, and we're sure that, as soon as you start playing, you won't disagree!

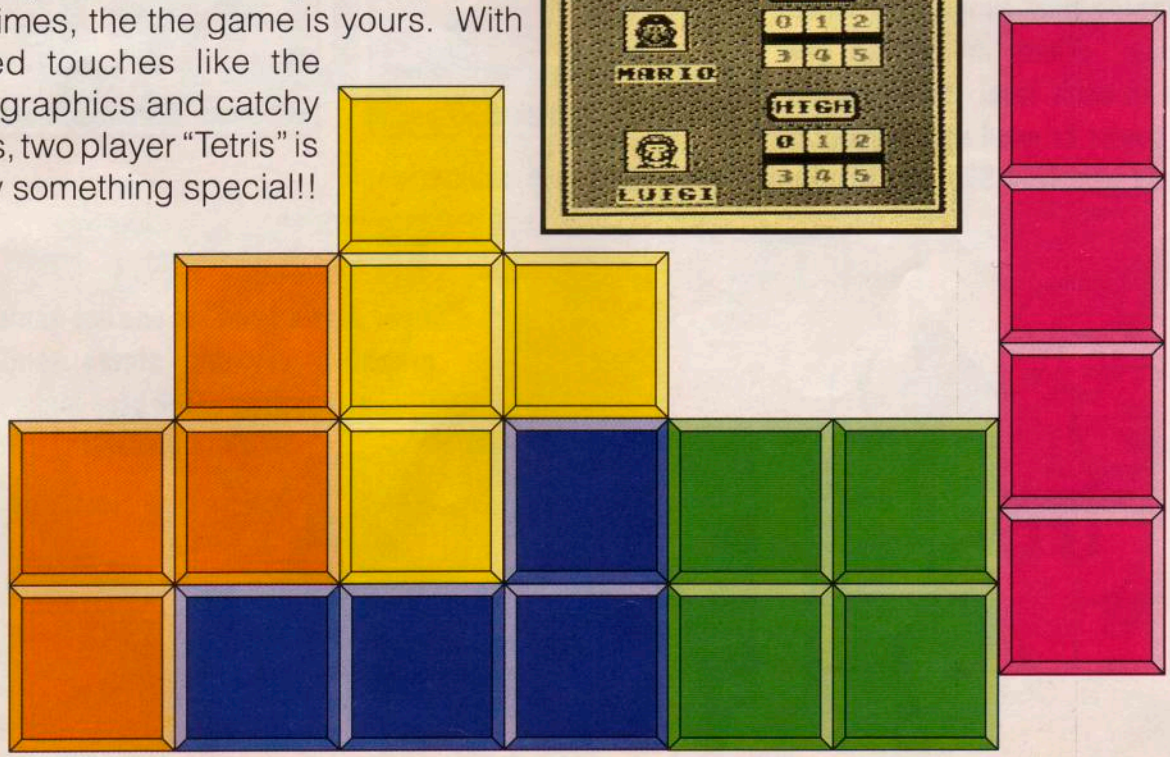
"TETRIS" - VIDEO LINK



Using the video link cable between two Game Boys, each with a "Tetris" Game Pak, you will be able to play "Tetris" one-on-one, adding an extra dimension to the gameplay. Basically, you have to complete thirty lines before your opponent does, or, alternatively, force hime off his screen. To do this, you need to complete 2, 3 or 4 lines simultaneously, which raises his stack by 1, 2 or 4 lines respectively. Be careful, though - with this method, the tables can easily be turned!!

When you've defeated your opponent five times, the the game is yours. With added touches like the cute graphics and catchy tunes, two player "Tetris" is really something special!!





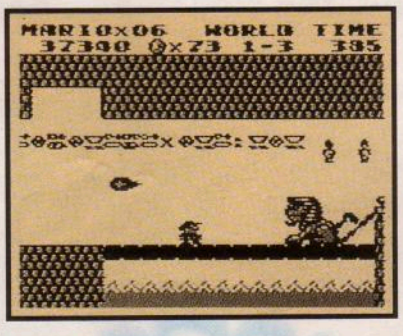
SUPER MARIO LAND

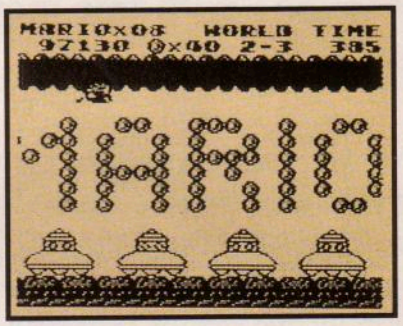
Imagine Nintendo's greatest hero in a totally new adventure on the Game Boy - imagine that this Game Pak contains numerous ingredients from our hero's other adventures - imagine that all of this is actually true -.

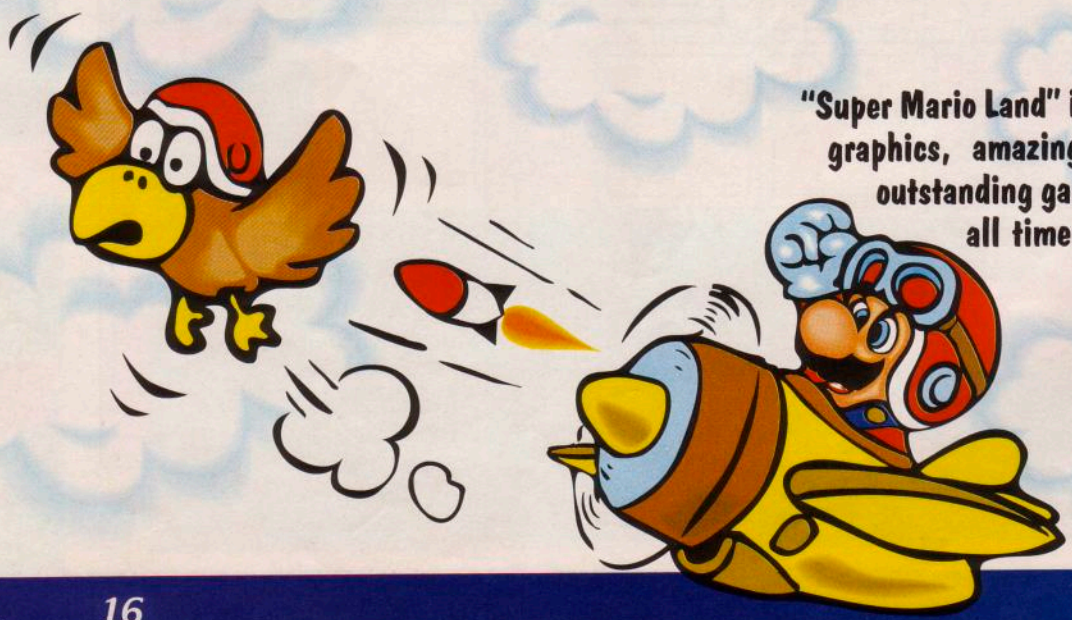
Then welcome to "Super Mario Land" - totally real game pak, full of superb fantasy action!

In "Super Mario Land", Mario once more finds himself up to his neck in danger, racing through trap infested caves and coming up against some of the deadliest foes he's ever met! But this is no time to be discouraged, for Princess Daisy has been kidnapped, and you can't rest until you've rescued her!

There are four new worlds for Mario to tackle, each one encompassing three different levels. Old and new characters alike attack Mario as he races through each different kingdom, with level settings ranging from Jungles to Ancient Eastern buildings. There are also a vast variety of traps in each level, so Mario will have to put his power to good use, as well as his newly acquired Sky Bop airplance and Marine Bop submarine.

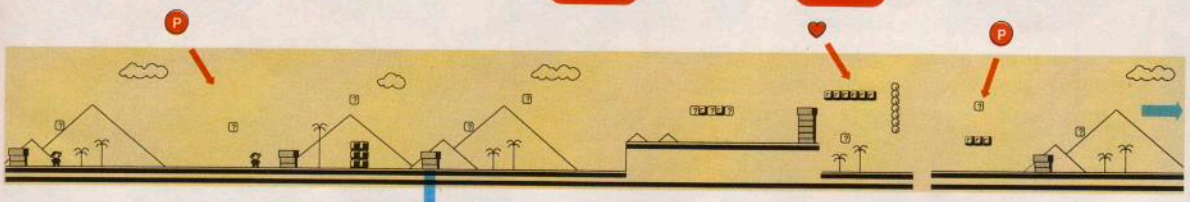


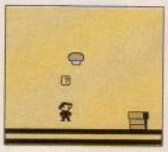


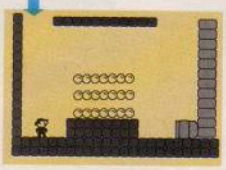


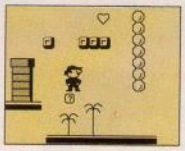
"Super Mario Land" is one hot game - cool graphics, amazing stereo sound and outstanding game play make this an all time classic!

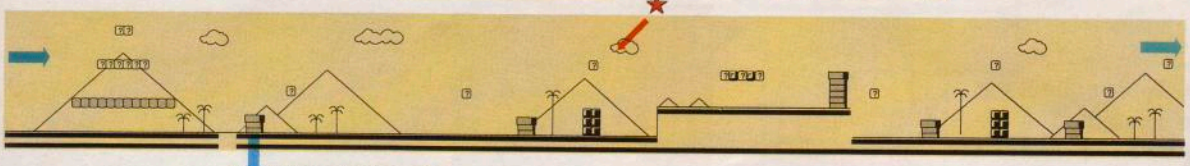
WORLD 1-1

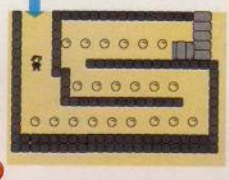


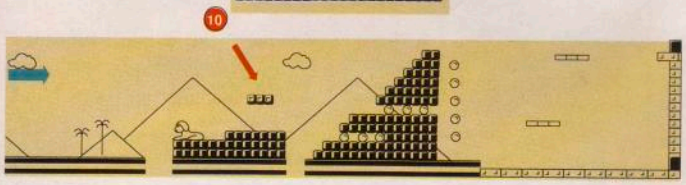








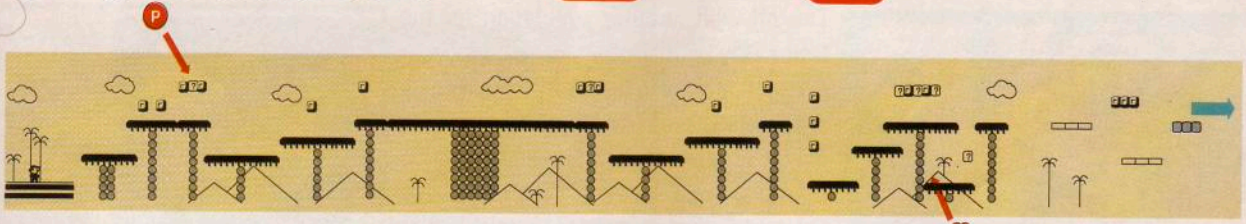


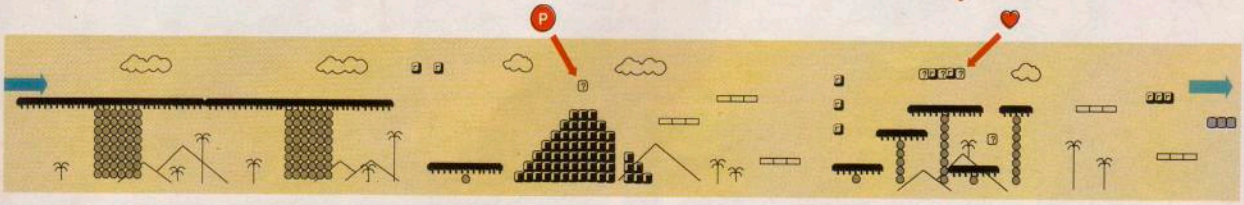


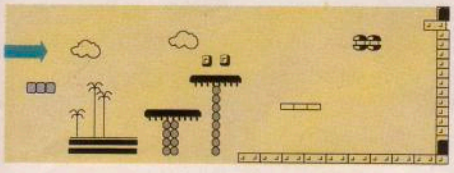
BONUS GAME

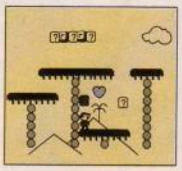
x3
x3
x1
x2

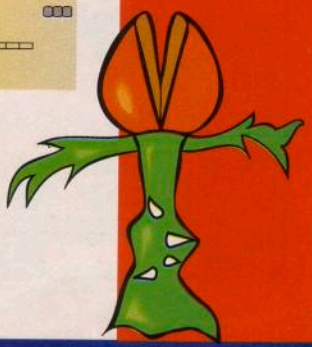
WORLD 1-2



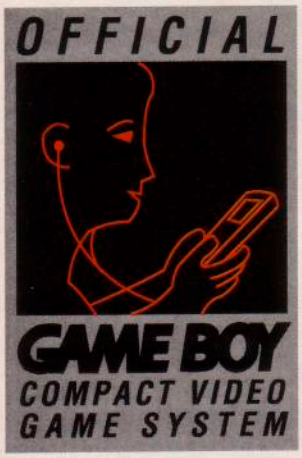




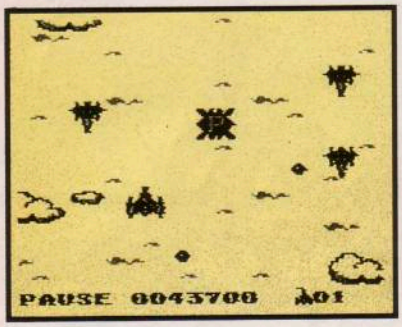




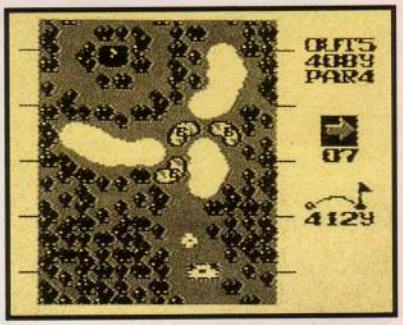
GAME BOY SNEAK PEEKS

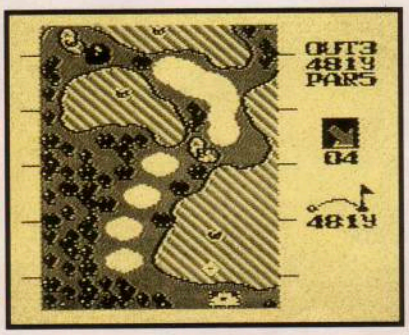


After a great war, one lone fighter is left to fight for our galaxy. And fight he must, as a vast alien armarda approaches, threatening to end all life on earth. The only way to fight off this menace is to go to the very heart of their attack, destroying them as he goes. And then? Who knows - only that if you fail, the whole world fails with you! The action in "Solar Striker" is literally non-stop - you'll find yourself flying through space, over forests, and above towns as you take on the elite alien forces. You can increase your firepower using various power pods, and you'll certainly need these if you're going to defeat the guardian at the end of every stage. "Solar Striker" is a beautifully designed game. The play control is fantastic, and the great graphics and rocking soundtrack make this one of the best. Don't miss it.!



Tee off with another simulation for the Game Boy with "Golf"! Pursued by your caddy, you have to tackle 36 holes, aiming to become the top player in the club. Using clever graphic techniques and effective controls, "Golf" proves to be one of the most addictive games that we have ever played. The courses have been well designed, with bunkers and obstacles logically placed, and there is a full set of clubs and varying wind speeds to keep you busy when figuring out your shot. With the ability to save both your fame and high scores, it will be some time before you even think of tiring of "Golf". Rainy days will never be the same again!





GAME BOY™

FROM SMALL PAKS...

Check out the hotest games around... exclusively on the Game Boy!

COME GREAT GAMES!

Top Five Games

What's the favourite Game Paks among NES owners? Find out right here! Club Nintendo readers all over Europe have sent in there top five, and below, you'll find out just what the results were!

1 SUPER MARIO BROS. 2

2 LEGEND OF ZELDA

3 ZELDA II: THE ADVENTURE OF LINK

4 CASTLEVANIA II: SIMON'S QUEST

5 TRACK AND FIELD II

Keep those votes coming in from now on, everybody who send in a top five will be entered into a random draw, with the first five names that are picked each winning a UNIQUE NINTENDO BASEBALL CAP!
You can"t buy these in the shops - the only chance you have to win one, and be the envy of all your friends, is to send in your favourite top five games list. What could be better?!

Send your list (in order of preference) to:
Luigi's Top Five Club Nintendo PO Box 30 Coventry CV1 3BR England

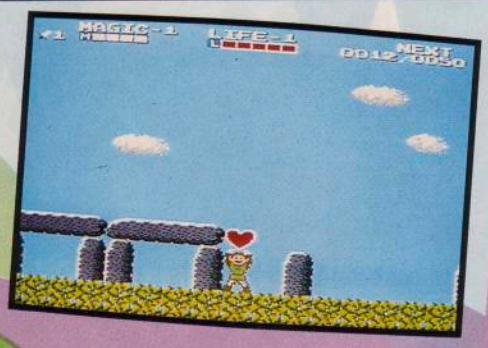
Game Counsellor Profiles

Name: Roger Masters (UK)
Age: 21
Became GC: December '89
Hobbies: Playing guitar (badly), Computer Technology
Highest Game Score:First counsellor to complete Batman.
Favourite Game: Batman

Name: Patrick Ingrant (France)
Age: 24
Became GC: April '90
Hobbies: Chess, Surf boarding
Highest Game Score: The Legend of Zelda in 0 lives
Favourite Game: Batman

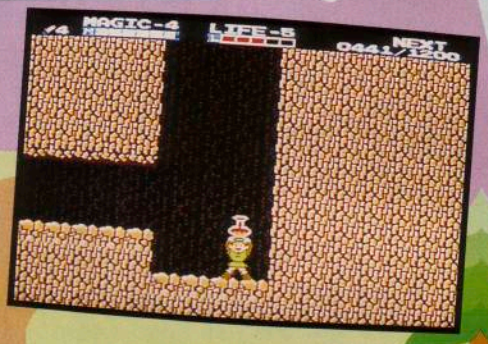
Name: Alexander Brenner (Austria)
Age: 20
Became GC: April '90
Hobbies: Billiards
Highest Game Score: Simon's Quest
Favourite Games: SMB 1 & 2 Legend of Zelda

Tips & Tricks



ZELDA II
The Adventure of LINK

The heart containers are essential if Link is to complete his quest - they provide extra energy that aids him in his fight against evil. They are scattered around Hyrule, so Link will need to look hard and far to find them all...



FIRST HEART CONTAINER...
This is found just below Parapa Palace - follow the path between the mountains and the sea, until you get to the clearing in the woods.

SECOND HEART CONTAINER...
The second is located south east of the road block beneath Raura town. Enter the cave blocked by the boulder, and you will find the heart container at the dead end.

THIRD HEART CONTAINER...
The third is found north of the fifth palace. Walk westward off of the island, and keep trying to go north. Once you've managed that, travel east to collect the container.

FOURTH HEART CONTAINER...
The final container is situated east of Three Eyed Rock - simply search along the East Coast...

Another essential item to Link's journey to the Great Palace is the magic container. There are four to be found....

FIRST MAGIC CONTAINER...
The first is in a cave south of the North Palace (the start!).

SECOND MAGIC CONTAINER...
Once you have the hammer, simply smash the rock on the left hand side of the cave that you just left.

THIRD MAGIC CONTAINER...
Travel north on the left hand side of Maze Island, and you'll eventually reach the container.

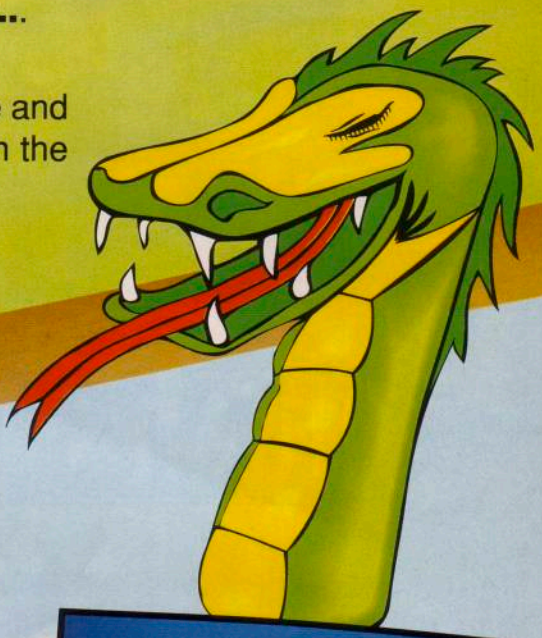
FOURTH MAGIC CONTAINER...
The final Magic Container is located in New Kasuto. To find this town, go north from Three Eyed Rock, work your way around the lake and then enter the cave above you. Smash down the trees on the other side to find the village. Once there, speak to the little old lady, and she'll lead you to the container.

COBRA Triangle

There are five monsters to fight in this Speedboat extravaganza, all of which are big, mean and looking for something to fight! You'll need to take each one out as soon as possible, so here's a few pointers...

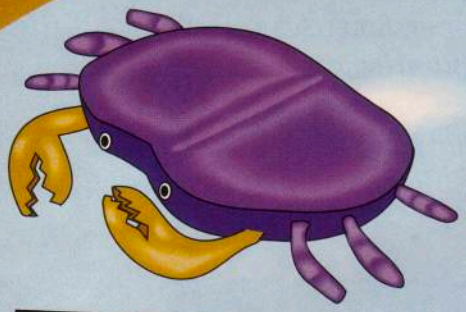
First Dragon

The first monster isn't too difficult to beat if you have treble fire and heat seeking missiles - all you need to do then is shoot him in the neck.



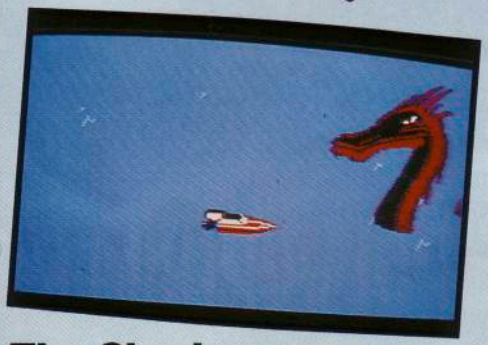
Crab

Again, you'll need the same weaponry, and then shoot him in the face from the bottom left corner of the screen.



Squid

Stand your ground, and quickly fire into his face - this will do him a great deal of damage. Then, move around to the top right corner, and finish him off.



Second Dragon

Wow, this guy is deadly! Make sure that you have a force in reserve, and, as soon as you reach the stage, activate it. Then give him all that you've got in the neck, and pray that your force field lasts longer than his energy!

The Shark

Even though this is the last stage, you shouldn't have too much difficulty if you follow our advice. Start off in the bottom left corner, and, as soon as he emerges, shoot for all your worth directly into his mouth. Then, try and figure out where he'll come up next, and wait there. Each time that he does come up, you'll need to shoot into his mouth really quickly, otherwise you'll end up as just another of his midday snacks....

ASK THE PROS

GHOSTS'N GOBLINS

HOW DO I GET THROUGH THE MANSION ON LEVEL TWO ?

By being very patient!! Take on each big man one at a time, destroying them through walls if possible. Also, once you reach the top of the mansion, make sure you defeat every one, otherwise they may sneak up behind you. Finally, when firing at these enemies, always crouch down at the same time.

Simon's Quest™

HOW DO I DEFEAT THE GRIM REAPER AND VAMPIRA ?

The Grim Reaper is probably the toughest boss to beat. To defeat this monster, first make sure that you have the Morning Star and the Diamond. When you encounter the Reaper, first use your diamond, then keep a little left of him, and repeatedly jump and whip him until you are victorious.

Vampira isn't quite as difficult - simply stay on the left of her, and jump and throw the silver dagger while she's spinning around. When she drops her fire tears, stand still, whilst facing her with your shield up (you get the shield when you have collected the rib).

WIZARDS & WARRIORS

WHAT IS THE HORN USED FOR ?

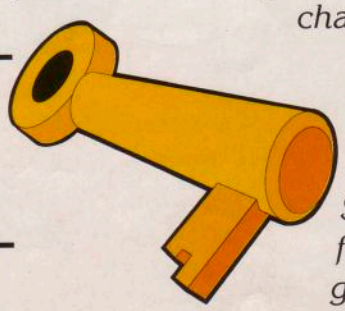
On various levels, there are secret doors which are usually only revealed when you stumble into one. However, if you blow the horn, then the entrances to these rooms are revealed.

ZELDA II

HOW DO I GET THE MAGIC KEY AND THE THUNDER SPELL ?

You will need to find the Magic Key before you attempt to conquer Palace 6. To get it, go to New Kasuto Town, and chant 'SPELL' at the dead end.

The Adventure of LINK



Thunder is found in the ghost town, so you will need to collect the cross from Palace Six first. Then, you'll have to find the wise man, who will give you the spell.

Readers Tips & Tricks

If you've got a problem, and you can get through, then call the Nintendo Helpline on 0626 65500. Game Counsellors man the line from 3 pm until 9 pm every weekday (except Wednesday), and also on Saturdays from 9 'til 5. Alternatively, you can write in to Ask The Pro's section at the normal address with any queries you might have.

Also, if you have any tips for Nintendo's games then share it with thousands of other readers by sending them to the following address: Readers Tips, Club Nintendo, PO Box 30, Coventry, CV1 3BR.

COBRA Triangle

I've got two great tips for "Cobra Triangle":

1 - Before each stage, keep pressing the A button to get an extra 1000 points!

2 - When you jump at the end of each stage, hold down the left arrow to do as many spins as possible - each spin will give you another 1000 points!

J Prince, UK

TRACK & FIELD II

Hurdle Race
When the athletes are near the end of the race, and you're all equal, then press the B button to jump, and you will gain a quarter of a second.

Swimming
At the start of the, push the A button to dive, and then stay underwater for as long as your oxygen level will allow. Then rapidly press the A and B buttons until the end of the first length, and repeat the tip from the beginning. You are sure to win the competition this way!

R Sebastian, FRANCE

MEGA MAN

If you go to the Gutsman level, and collect his power first, you will be able to collect the magnetic beam from the Elecman stage. Also, when fighting Cutman, use Gutsmans power to pick up the block, and then throw it at your enemy for a surprise!

Theo Strick, HOLLAND

Castlevania

When you get to the Demon Bat, if you smash one of the blocks in the room, you will find a Double Shot!

J Porter, ENGLAND

In the first area of stage two, there is a treasure chest. To get this, you have to go up the first staircase, and smash two blocks in the right wall. Enter the new hole, and the chest will appear on the floor!

Sam Boets, BELGUIM

The Adventure of LINK

In quest two, if a 'bubble' steals your sword, just blow the whistle to get it back. Also, if you come to the 'grumble, grumble' creature, give him the bait, and then quickly press SELECT and then 'A' - you will then keep the enemy bait.

Gary Briggs, UK

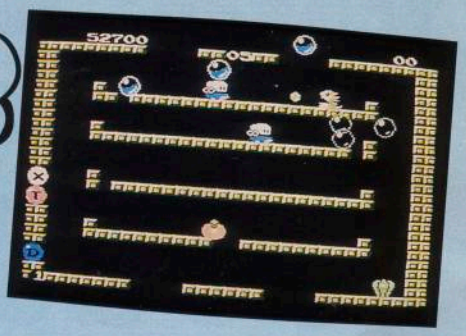
METAL GEAR

To pass the tank that is in front of building two, take some rations from the truck two screens below, and then approach the tank from the side. When it stops, quickly go past it - you must do this as fast as possible, otherwise it will destroy you. You will now be in a mine field, near the entrance of building two!

F Fabrice, FRANCE

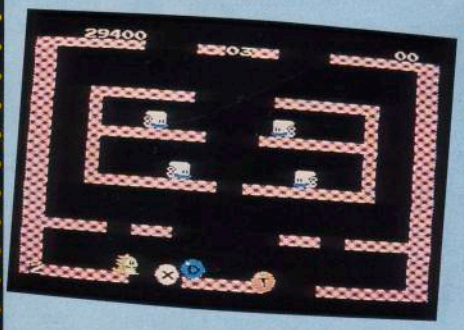
VIDEO SHORTS

BUBBLE BOBBLE



Bub and Bob are not happy - their friends have been kidnapped by Baron Von Blubba, and they are going to get them back!

Through 113 bubble blowing stages, our intrepid adventurers have to fight off Von Blubba's minions, letting them advance to the next stage. There are plenty of bonuses to collect as they go, including the chance to collect extra lives.-



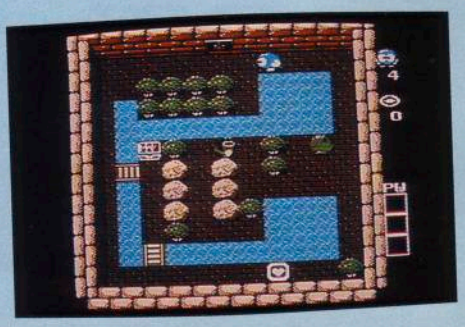
Learning to ride your bubbles, as well as use them to defeat your opponents is challenging, but once you have perfected the techniques, you're going to have a lot of fun playing the game.

"Bubble Bobble" has all the makings of a great game - fantastic two player action, excellent graphics and great sound effects. Not to be missed!

ADVENTURES OF LOLO

Lala, the princess of Eden, has been kidnapped by the Devil, and is being held prisoner in his haunted castle. Prince Lolo has been dispatched to save her, and destroy the Great Demon, so that peace will return to the Land Of Eden....

Each of the fifty rooms in the castle is guarded by the Devil's minions, and, to get through each one, you have to collect all of the heart containers and then take the jewel from a chest located in the room. The enemies are strategically placed, all with different abilities, such as being trained to trap you in a corner, or being able to shoot at you. You either have to block them, or avoid them - the only weapon that you have are egg shaped objects, which you will need to reach different parts of the room.



"The Adventures of Lolo" is a brilliantly designed puzzle game, which can really get you thinking. It's suggested that you play in a group, because it can become really challenging on the higher levels!

Club Nintendo

SCORES OF FUN

COBRA TRIANGLE

Ralph Bulgheroni	950,000	Switzerland
Daniel Dervaux	848,300	Germany
Thomas Milchram	683,700	Austria
Matthias Schebmayr	653,550	Switzerland

GOLF

Christainn v Horbatschewsk	-19	Germany
Steve Chering	-15	UK
Derek Jerrard	-15	UK
Torsten Rudnik	-15	Germany
Dwayne Cowens (20)	-14	UK
Mark Booker (11)	-12	UK
Eduardo Daeza	-12	Spain
William Goddard (9)	-12	UK
Terry Symes	-12	UK
Alejandro Faul	-8	Spain

GUNSMOKE

Stephane Larteret	999,990	France
Eric Lupesco (17)	999,990	France
Matthias Scheibmayr	999,990	Switzerland
Siegfried Fels	985,960	Austria
Etienne Engels	880,080	Holland
Richard Bruurs	723,400	Holland
Patrick Debaar	692,180	Belgium
David Robson (20)	660,380	UK
Martin Ball (10)	482,720	UK

KID ICARUS

Mario Hahnel	9,999,999	Germany
Filip Bultinck	6,610,400	Belgium

KUNG FU

Fabian Chambinuaud	824,200	France
Juan Martinez	589,000	Spain
Francesco Nardi	536,750	Switzerland
Albert Trautenberger	504,250	Austria
Roberto Martinez	477,750	Spain
Santiago Garcia	466,320	Spain
Ivan Garcia	411,150	Spain

LEGEND OF ZELDA

Petra Poggel	COMPLETED IN 0 LIVES	Germany
Christian Schuff	COMPLETED IN 0 LIVES	Germany
Robert Beekman	COMPLETED IN 1 LIFE	Holland
Menno van Sligter	COMPLETED IN 1 LIFE	Holland

LIFE FORCE

Frederic Rosetzky	357,080	France

MACH RIDER

Mario Hahnel	999,990	Germany
Thomas Milchram	999,990	Austria
Christian Stolz	338,730	Germany

MEGA MAN

Nicholas Delcroix (12)	9,999,999	France
Darren Pinchin (15)	9,999,700	UK
Robin Jansema	4,066,800	Holland
Partick Rietvink	2,179,500	Holland

PINBALL

Andre Schutte	683,180	Germany
Yvonne Zach	659,980	Austria
Mr Garment (49)	609,570	UK
Torsten Penth	572,750	Germany
Mario Mularczyk	554,020	Germany
Nigel Spurgin	265,920	UK
Pere M Franquet	201,510	Spain
Daniel Monzon	185,740	Spain
Luis F Del Rivero	144,930	Spain

RC PRO AM

Johnny Pasleau	572,632	Belgium
Andras Seid	276,307	Austria
Pieter Mesdagh	275,301	Belgium
Tim Hinze	271,068	Germany
Luis A Martinez	201,121	Spain
Oliver Lee	199,290	UK
Andreas Ewig	190,231	Germany
Bernhard Mehter	186,871	Germany

ROBOWARRIOR

Peter Grossauer	9,999,900	Austria
Hermann Speckin	9,999,900	Germany
George Franklin	8,934,300	Holland
Eva Heugartner	7,681,000	Switzerland

RUSH 'N ATTACK

Freddy van Veen	3,089,600	Holland
Hermann Baudry (15)	3,068,700	France
Robin Jansema	2,500,000	Holland

TROJAN

Uhut Yasar	458,500	Germany
Luis Jorda	340,500	Spain
Xavier Foucault	312,650	France
Olivier Faber	210,250	Holland

WIZARDS AND WARRIORS

Wolfgang Marschnig	829,225	Austria
Theo Leyton	202,580	Holland

OK, there you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores Of Fun, Club Nintendo, PO Box 30, Coventry, CV1 3BR, England

Sneak Peeks

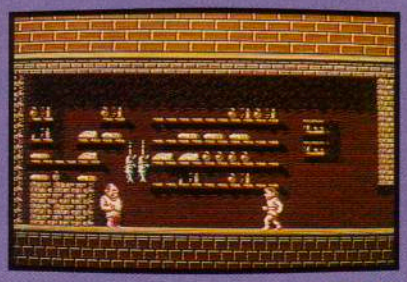
A look at a selection of game packs to be released this year.....

Faxanadu

Enter the magical world of elves and goblins, and discover the mystery and intrigue of Nintendo's latest Adventure Game Pak, "Faxanadu".

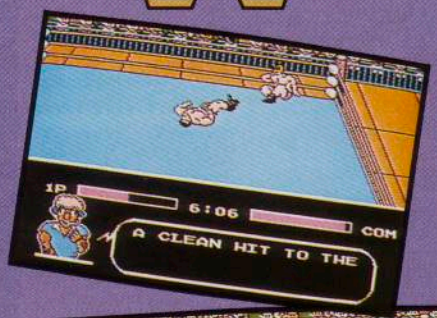
After returning from a long journey, you find your elven village ruined and deserted. The World Tree, which encompasses your country, is in great danger from the evil one, and someone has to enter his fortress and destroy this threat. With little left back in your home town, you decide to take on the quest, and see that justice is done....

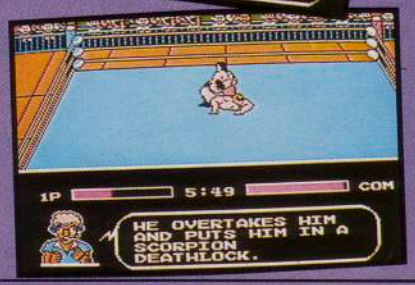
"Faxanadu" is a superb Game Pak, in a similar vein to other Nintendo Entertainment System adventure Game Paks, such as "Simon's Quest" and "Zelda II - The Adventure of Link". The game area is enormous, so there's a lot of exploration and fighting to be done, while you can also buy keys, items and weapons, restore health and take on mini-quests. It's an absolute must for all adventure fans - watch out for a full review in the next issue!



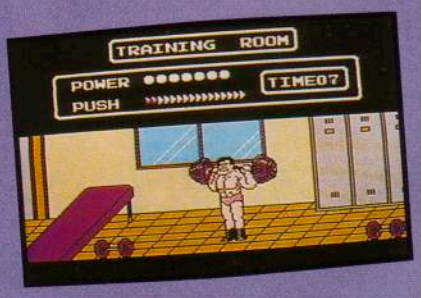
World Wrestling

Take on the leanest, meanest wrestling dudes in a no-holds-barred contest in Tecmo's "World Wrestling". There are simply dozens of different competitors and options in this wrestling extravaganza; it's really too good to be missed!





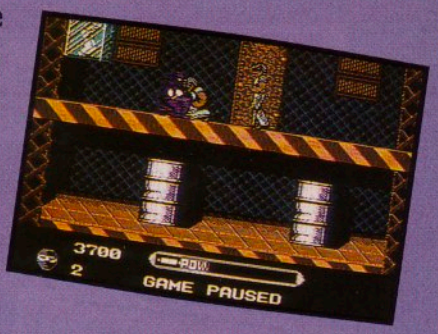
Once you have selected your wrestler, and built up a bit of strength in the gym, it's on to the real competition. Test out the might of your opponents as you bodyslam, pile drive and cobra twist your way to victory. A swift talking commentator and close-ups of your best moves add to the atmosphere as you slug it out in the ring.



Tecmo's "World Wrestling" is simply the best wrestling game that we've seen. There will be a full review in a future issue of Club Nintendo - BE THERE !

BLACK MANTA

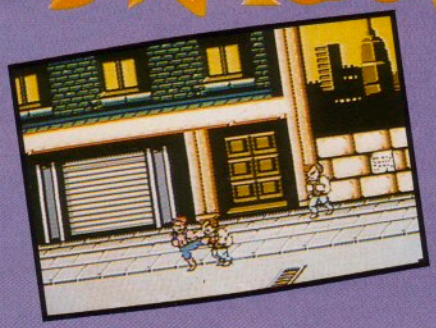
From New York to Tokyo, children are being kidnapped, and are forced into dealing drugs. They aren't even given the chance to JUST SAY NO! Yet the police are helpless. There's nothing that they can do. But there is one person out there who can do something. Someone with special abilities, who's prepared to travel the world to stop these atrocities. He'll go to their bases.... battle them on their turf.... destroy them.... and rescue the kidnapped children. Nothing will.... can.... stop him.

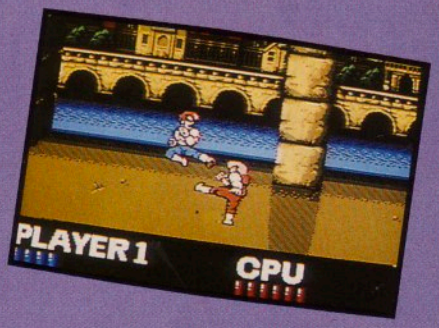


Those evil drug pushers had better watch out. They're just about to face the Wrath Of The Black Manta...

DOUBLE DRAGON

Before Jimmy and Billy Lee faced the Black Shadow Warriors, they took part in a different adventure. This story was based around Billy as he battled a younger Black Warrior gang, on the streets of his home city. The action was just as frantic, the enemies just as tough and Billy nearly as skilled as in his future adventure.

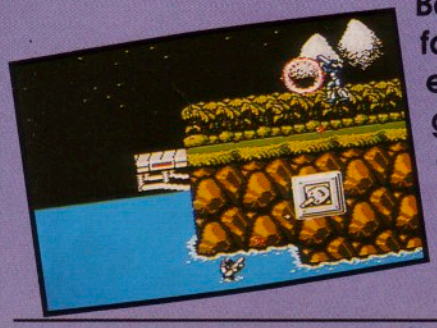




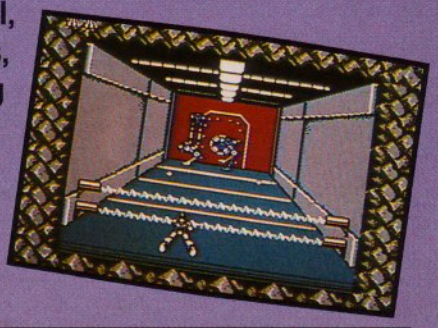
"Double Dragon" is notably different from it's sequel, with 7 separate levels, alternative moves, and a two player option, where you can take on each other with a variety of different characters. There's full reviews of both games in the next issue what you could call a double "Double Dragon" delight!

PROBOTECTOR

"Probotector", a conversion of the arcade classic, 'Contra', will soon be hitting your Nintendo Entertainment System, courtesy of Konami. It's another all-action game that includes a simultaneous two player facility - who ever said that video games are unsociable?!



Basically, "Probotector" is an eight level, fast action game, full of robotic adversaries, enormous end of stage guardians, varying game play perspectives and traps in abundance. Couple this with the fantastic graphics and music, and you've got a Game Pak well worth waiting for!



The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

Mailbag

FOOTBALL FANATIC

Dear Ed,
I have an idea for the new page. It is to show how you design and make a Game Pak, starting from how you put the game on to a chip, to when the Game Pak reaches the shops.

One of the only problems that I find with the NES is the lack of a decent football game. So please, please, please let me know if you're going to bring out a football game.

J Prince
Nottingham

Hmm, I like your idea, but I'm not really sure if it's feasible. However, if enough people support it, then I'm sure that something can be worked out...

Football games? YOU want a football game TOO?! So do I! OK, as long as you promise not to tell anyone else, I'll let you into a little secret - there just could be a soccer game coming out next year. That's just between you and me, though....

FATHER AND SON OLYMPICS....

Dear Editor,
My son Tim, who is 8 years old, is a great fan of your Nintendo System (as am I!). His favourite games are "Rad Racer", "Super Mario Bros." and "R.C. Pro-Am", while I enjoy the odd round of "Golf" and becoming an Olympic hero in "Track and Field II".

What I am writing for is to ask if you will be releasing any more car-racing or sports games We would like to see some more two player games as well, so we can play head to head.

The next game that we're going to get is "Zelda II: The Adventure of Link". Tim thinks it looks great, while my wife wants to play it just because Link looks cute!!

Thanks for all of the magazines, which we really enjoy reading, especially the Sneak Peeks section!

Mr R Furnell
Gloucester

You'll be pleased to hear that there are a number of new sport titles in the pipeline, including the newly released "Blades Of Steel" from Konami, and Tecmo's "World Wrestling" - both include a simultaneous two player feature! There is also the possibility of a new 'racing' game - watch this space!

Why not also check out the great new "Golf" and "Tennis" simulations now available on the Gameboy? Take a peek at our ten page special for more information!

It's good to see that the whole family are enjoying the Nintendo Entertainment System - Link thanks Mrs Furnell for her comments, and hopes that you enjoy playing his second adventure. Have you also tried the first Zelda game, though? It's as much fun, and Link looks just as cute too!!

TOP TEN QUESTIONS

Dear Club Nintendo,
I have been an owner of the NES for 6 months, and I have read your marvellous magazine thanks to my friends. I enjoy it but I would like to see:

1 The readers Top 10 games
2 The readers Top 10 computer music
3 News of the Nintendo Game Boy
4 Competitions
5 The readers Top 10 graphics

Also, when will "SMBIII", "Robocop" and "Teenage Mutant Hero Turtles" be available in the shops?

Jason McKenzie
London

Thanks for your great ideas, Jason. Why don't you send in your Top 10 music and graphics, so that we can show the other readers what you think then, they could join in (you could also send in your Top 5 favourite games while your at it). As for competitions, Mario and Luigi say that they are working on something, and will let us know all about it 'soon'. Regarding the games, "TMHT" is out now, "Robocop" is coming soon, and, while Mario is a little busy to star in a new game right now, he will see what he can do after Christmas.

Finally, there is some "Game Boy" news - ten whole pages of it in fact! I hope that you enjoyed reading it, and, hopefully, we'll have some more news in the next issue.

STAFF PICTURES...

Dear Editor,
In issue no. 3-90, I saw the Just For Fun page, and I had an idea. Why don't you put you, and the other staff of Club Nintendo on that page? Then we can all see what you look like! You could also tell us what your favourite games and highest scores are.

I also would like to see more information on the Adventure series games. I already own "Legend Of Zelda", and I think that it would be good if you could print a special on the different games available.

I hope that you like my ideas

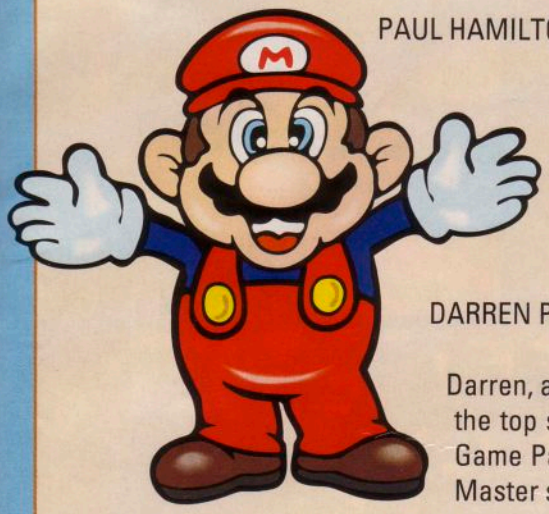
Aaron Powell
Birmingham

How's that for service?! There was a profile of me in the last issue, and, hopefully, we'll be printing similar information on the other staff in the near future. However, we also want your profiles too- things like your favourite games, best accomplishments and hobbies. Send them in to our usual address (along with a picture of yourself) and we'll print the best ones.

I really like your other idea, and I'm currently discussing such a special with Mario. Watch this space!

We can now proudly present interviews with the U.K.'s greatest Nintendo players. They have all reached the highest status of master players after our successful Nintendo licence scheme, and have demonstrated the skill and determination to receive Nintendo's most sought after honour ..... immortalisation in Club Nintendo.

LICENCE - MASTERS



PAUL HAMILTON - Battersea, London

Paul is aged 16 and has been a Nintendo fanatic for over 3 years. His favourite games are Super Mario Bros. 2 and Track & Field II and he is the proud owner of 11 games. He spends at least 2 hours a day playing on the system to improve his already advanced playing skills.

DARREN PINCHIN - Hawkinge, Kent

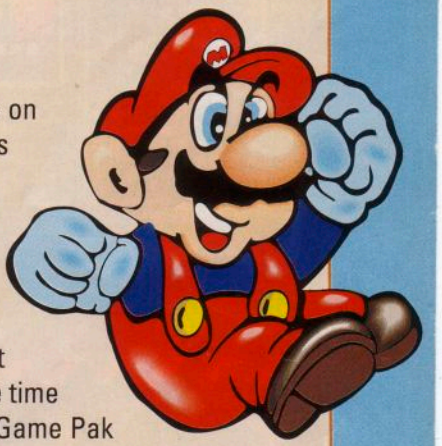
Darren, aged 15, has had a Nintendo system for 2 1/2 years and he has achieved the top scores on Super Mario 2, Mega Man and Cobra Triangle. He owns 14 Game Paks and spends at least 7/8 hours a week playing on Nintendo, getting Master scores on more and more of Nintendo top games.

GARY CLARKSON - Kensworth, Beds.

Gary is 12 years old and has owned a system for over 2 years. His favourite game is Super Mario Bros. and he has over 27 games. (he never swops). He is an expert on all the top games and spends at least an hour a day playing Nintendo.

PAUL BLOUNT - Kersley, Coventry

Paul is 14 years old and has been playing Nintendo for 3 years. His highest score is on Gradius and his favourite game is Cobra Triangle. He owns 38 games. He thinks Nintendo is fantastic and his next Game Pak purchase will be Batman.



MATTHEW NEWTON - Macclesfield, Cheshire

Matthew is one of our top Masters and he has proved to be an expert on Cobra Triangle, his favourite game. He spends a lot of his spare time playing Nintendo and is looking forward to playing all the future Game Pak releases.

PS
All of the Masters were sent special prizes, including a lapel badge, Airwolf and a personalized certificate.

1P 225
P-2 TIME 197
HI 1P 10340 10340
RAMPAGE
START CONTINUE
TM AND © 1988 HUDSON SOFT
UNDER LICENSE FROM FALCOM
LICENSED TO NINTENDO
ROAD
Silverwinder
15:39
Wipeout
28:52
ENJOY CHRISTMAS EARLY WITH
Nintendo
B-TYPE
LINES-001
TOP 011173
STATISTICS
LEVEL 08
HEIGHT 0
TETRIS
PUSH START
© 1989 Nintendo
A-TYPE
LINES-012
TOP 010000
SCORE 001798
NEXT
LEVEL 01
忍法帳
Art of THE SHADOW
Art of THE SHADOW
Art of THE FIRE RING
Art of GROUND FIRE
Art of MISSILES
Push start button
WRATH OF THE BLACK MANTA
PUSH START BUTTON
3700
POW
2
GAME PAUSED
KONAMI
PROBOTECTOR
PLAY SELECT
1 PLAYER
2 PLAYERS
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